Nevada Math Standards & Essential Skills Math Software

This document outlines the correlations between the Grade 3 Nevada Math Standards and the Essential Skills math programs. The specific curriculum outcomes are noted on the left and are matched with the relevant Essential Skills program on the right. Where correlations are not exact, the difference is noted in brackets. Essential Skills programs correlate with 92% of the Grade 3 Nevada Math Standards.

Nevada Math Standards	Essential Skills Software CORRELATING PROGRAMS
Numbers, Number Sense, and Computation	
Immediately recall and use addition and subtraction facts.	**Mastering Numeration 3** **Problem Solving 2-3** **Problem Solving 3-4**
Immediately recall multiplication facts (products to 81).	
Add and subtract two- and three-digit numbers with and without regrouping.	
Add and subtract decimals using money as a model.	
Generate and solve two-step addition and subtraction problems and one-step multiplication problems based on practical situations.	
Model addition, subtraction, multiplication, and division in a variety of ways.	
Use mathematical vocabulary and symbols to describe multiplication and division.	
Model and explain multiplication and division as skip counting patterns.	**Mastering Numeration 3** **Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
Model and explain multiplication and division as repeated addition or subtraction.	
Read, write, compare, and order numbers from 0-9,999.	**Mastering Numeration 3** (to 1000)
Read and write number words to 100.	**Mastering Numeration 3**

Nevada Math Standards	Essential Skills Software CORRELATING PROGRAMS
Estimate the number of objects in a set using various techniques.	
Identify, use, and model place value positions of 1's, 10's, 100's, and 1,000's.	**Mastering Numeration 3** (to 1000)
Identify the value of a given digit in the 1's, 10's, 100's, and 1,000's place.	
Identify and model the unit fractions 1/2, 1/3, 1/4, 1/6, and 1/8 as equal parts of a whole or sets of objects.	**Mastering Numeration 3**
Read and write unit fractions with numbers and words.	
Patterns, Functions, and Algebra	
Recognize, describe, and create patterns using objects and numbers found in tables, number charts, and charts.	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
Record results of patterns created using manipulatives, pictures, and numeric representations and describe how they are extended.	
Model, explain, and solve open number sentences involving addition, subtraction, and multiplication facts.	**Mastering Numeration 3** **Problem Solving 2-3** **Problem Solving 3-4**
Use variables and open sentences to express relationships.	
Complete number sentences with the appropriate words and symbols (+, - ,>, <, =).	
Measurement	
Select and use appropriate units of measure.	**Measurement 3** **Problem Solving 2-3** **Problem Solving 3-4**
Measure to a required degree of accuracy (to the nearest 1/2 unit).	
Compare, order, and describe objects by various measurable attributes for area volume/capacity.	

Nevada Math Standards	Essential Skills Software CORRELATING PROGRAMS
Determine possible combinations of coins and bills to equal given amounts.	**Mastering Numeration 3** **Measurement 3** **Problem Solving 2-3** **Problem Solving 3-4**
Read, write, and use money notation.	
Recognize equivalent relationships between and among bills and coins.	
Tell time to the nearest minute, using analog and digital clocks.	**Measurement 3** **Problem Solving 2-3** **Problem Solving 3-4** (to five minutes)
Use elapsed time in half-hour increments, beginning on the hour or half-hour, to determine start, end, and elapsed time.	
Recognize that there are 60 minutes in 1 hour.	
Spatial Relationships, Geometry, and Logic	
Describe, sketch, compare, and contrast plane geometric figures.	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
Demonstrate and describe the transformational motions of geometric figures (translation/slide, reflection/flip, and rotation/turn).	
Compare, contrast, sketch, model, and build two- and three-dimensional geometric figures and objects.	
Create two-dimensional designs that contain a line of symmetry.	
Identify, draw, and describe horizontal, vertical, and oblique lines.	
Use the quantifiers all, some, and none to describe the characteristics of a set.	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**
Data Analysis	
Pose questions that can be used to guide data collection, organization, and representation.	**Patterning, Geometry & Data Management 3**
Use graphical representations, including number lines, frequency tables, and pictographs to represent data.	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**

Nevada Math Standards	Essential Skills Software CORRELATING PROGRAMS
Use informal concepts of probability (certain, likely, unlikely, impossible) to make predictions about future events.	**Patterning, Geometry & Data Management 3** **Problem Solving 2-3** **Problem Solving 3-4**